

AGB-AQTE-USA

INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- · Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- · Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- · Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.







THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

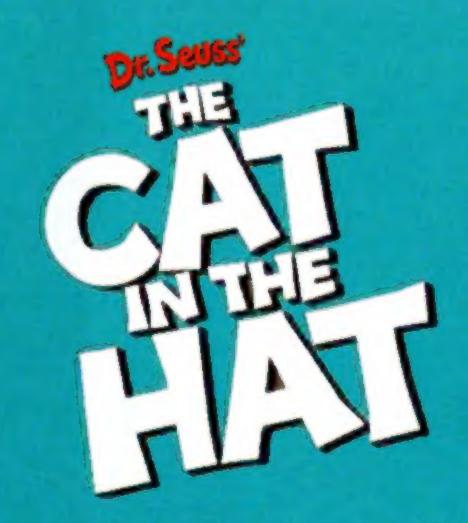
LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.

© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



"Dr. Seuss' The Cat in the Hat" interactive game ©2003 Universal Interactive, Inc. The movie "Dr. Seuss' The Cat in the Hat" ©2003 Universal Studios and DreamWorks LLC. Based on The Cat in the Hat book and characters TM and © 1957 Dr. Seuss Enterprises, L.P. Licensed by Universal Studios Licensing LLLP. All rights reserved. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. in the U.S. and/or other countries. All other trademarks referenced herein are property of their respective owners.

TABLE OF CONTENTS

Story: A Cat in a Fix	4
Starting a Game	3
Continuing a Game	3
Controls	4
Controlling the Characters	5
The Cat in the Hat	5
Diver Dan	6
S.L.O.W. Mobile	7
The House Is a Mess	8
Catch Thing 1 and 2	9
Power-ups	9
Collectibles	10
Sally's PDA	- 11
Characters	13
Creatures	14
Customer Support	15
Credits	16
Limited Warranty	17



STORY: A CAT IN A FIX

As Conrad and Sally ponder what to do on a boring rainy day, little do they know that the adventure of a lifetime is about to unfold. Out of nowhere, The Cat in the Hat shows up to brighten the kids' day while their mother is at work. He has come to show them it's fun to have fun but you have to know how. But soon all that will change, for The Cat has brought along his Red Crate, a portal to his world sealed by a Magic Crab Lock.

Being the nosey boy he is, Conrad decides to pick the lock and open the Red Crate—unleashing magic. With your favorite characters from the movie, the magic transforms their once cute home into utter mayhem. Now, the house and all its rooms have been turned upside down, and it is up to The Cat to clean up the mess before Conrad and Sally's mother gets home.

STARTING A GAME

Insert the Game Pak into the Game Boy® Advance and turn the power on. Press START at the title screen to enter the Start Screen. Use the +Control Pad to select either *New Game* or *Continue*, then press the A Button to confirm your selection.



Begin play from the start:

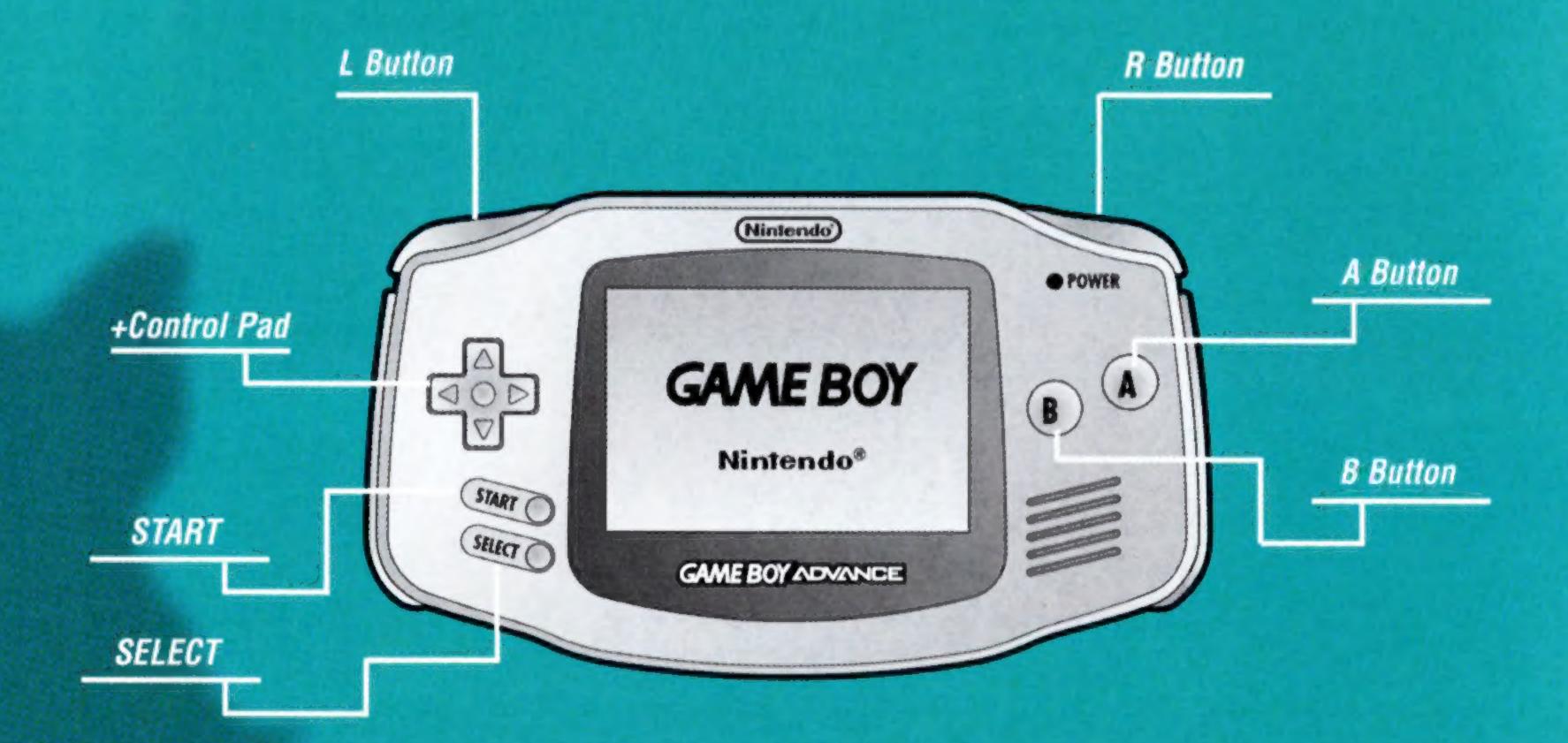
Use the +Control Pad to select *New Game* and press the A Button to confirm your selection. You also will be asked to select a save game slot at this time.

CONTINUING A GAME

Use the +Control Pad to select Continue at the Start Screen and press the A Button to confirm your selection.

Saving your game: After you complete each area by capturing all of the creatures and the items, your progress will automatically be saved to the slot you selected at the start of the game.

CONTROLS



CONTROLLING THE CHARACTERS

THE CAT IN THE HAT:

What Is a Cat to Do?

The Cat in the Hat must collect all of the creatures that have escaped from the Giant Red Crate. After each area has been cleared, you will be able to move on to the next one, but only after you have captured all of the creatures that are running amok.



Umbrella Glide

Bubble Thumb

MOVE CAT +CONTROL PAD

Jump A Button

Umbrella Glide A Button, then press and hold

the A Button again

Bubble Thumb B Button: To encase creatures in a bubble

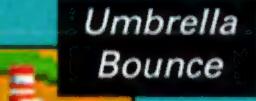
Umbrella Bounce A Button, then B Button: Stomp on

top of them to capture

Crouch +Control Pad Down

Crawl +Control Pad Diagonal Left or Right

Activate Power-ups Press the R Button





DIVER DAN:

Swimming with the Fish

The Fish has been kidnapped and is trapped inside his fishbowl. It is up to Diver Dan, equipped with the Bubble Buster, to swim through wacky underwater worlds and rescue the Fish.

MOVE DIVER DAN + CONTROL PAD

Use Bubble Buster Hit Objects Below the Diver Dan Underwater Treasure Chests

A Button uses Bubble Buster **B** Button Maneuver Diver Dan over the treasure chests to replenish his air supply.









S.L.O.W. MOBILE CONTROLS:

Burning Rubber

Pesky Thing 1 and Thing 2 are running around the city causing havoc. Jump into the S.L.O.W. mobile and chase after them.

CONTROL

+CONTROL PAD

Accelerate Capture A Button

B Button - Press to extend arm
to catch Thing 1 and 2.



THE HOUSE IS A MESS

Now that the house is a mess, playing as The Cat, you must clear the Living Room, Kitchen, Bathroom, Bedroom and Attic in order to beat the game. Each hallway starts with the first room open. You have to clear all the creatures running around the room. Only then will the next door open. Once all the rooms are cleared, you win the game!

Living Grandfather Clock,

Room: Stereo Level, and

Diver Dan Fish Tank

Kitchen: Refrigerator, countertops,

and Diver Dan Sink

Bathroom: Plumbing World, Medicine

Cabinet, and Diver Dan Tub

Bedroom: Toy Box, Bunk Beds,

and Diver Dan Gold Fish





CATCH THING I AND THING 2



At the top of the house is the scary attic. Inside are the doors to the chase levels, where The Cat must chase Thing 1 and Thing 2 in his S.L.O.W. Mobile through the neighborhood. To open up these levels, The Cat in the Hat must find the Thing 1 and 2 Icon hidden in the other levels.

POWER-UPS

The cal needs to pick up a few things along the way that will help him on his adventure. These items are spread throughout all the levels.



Spring Bounce: Collect this power-up to reach new heights. Press the R Button to activate it.



Super Shoes: With these shoes, you can run really fast and avoid certain obstacles. Press the R Button to activate them.



Umbrella Lift: Collect this power-up to give your umbrella an extra lift to float further along. Press the R Button to activate it.



COLLECTIBLES

Collectibles are hidden throughout each level, and it is up to the Cat in the Hat to gather them all up.

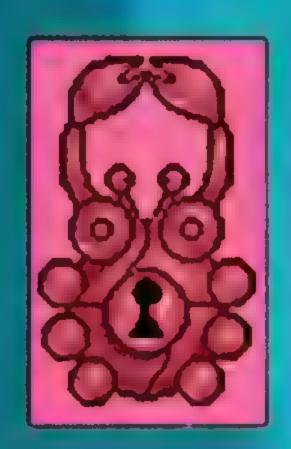
Bedroom: Teddy Bears
Entertainment Center: Trny GBAs

Fridge: Ice Cruam Cones

Clock Baby Clock's

Kitchen Counter: Coffee Mugs Plumbing: Water Buckets Medicine Cabinet: Tooth Brushes

Toy Chest: Mini Cycles



THE CRAB LOCK

The Crub Lock has broken into four pieces, and it is up to The Cat in the But to get them back. Without the lock, the Crute cannot be sealed and the house will remain a mess. The bosses and two of the Diver Dan levels have the pieces, but which ones?

Game Completion: It's not necessary to finish the pume 100%. If you collect the four pieces of the lock, the game is over.

SALLY'S PDA

The PDA allows you to track how many creatures and collectibles are left in each level. After you have cleared all of the creatures from each level, you will be allowed to continue on to the next area of the house.

Press START to go to the Pause Menu and select PDA.





CHARACTERS

THE CAT IN THE HAT

With the help of his trusted Umbrella and Hat, he will get this house in order before the children's mom gets home.



THE FISH

This slippery guy helps The

Cat In the Hat on his advantures

with directions and clues, but the Fish needs Diver Dan to
rescue him before his bowl is turned into Seuss Magic

DIVER DAN

Trapped inside the lishbowl.

Diver Dan must brave the waters

to rescue the Fish.



CREATURES

Running around inside the house are preatures that The Cal must get in order to fulfill his duty. Here are just a few you will run into





CUSTOMER SUPPORT

Vivendi Universal Games Customer Support can be reached in the following ways:

TECHNICAL SUPPORT

Phone | Toll-Free | (866) 582-7063 (U.S./Canada only) (310) 649-8016 (outside U.S./Canada) 8 a.m.-4:45 p.m. FST, Monday-Freday Fax: (310) 258-0755

Internet: http://support.vugames.com

CUSTOMER SERVICE

Phone: |Toil-Free| (866) 341-0879 (U.S./Canada only) (310) 649-8006 (outside U.S./Canada) 8 a.m.-4:30 p.m. PST, Monday-Friday Fax: (310) 258-0744

MAIL

Vivendi Universal Games 4247 S. Minnewawa Avenue, Fresno, CA 93725



CREDITS

Developed by Digital Eclipse

CLARIE MANIER

LEAD ARTIST

SARMOUND ARTIST Turn Liseaschi

Aurita Lorie Clay

And Droug ton Boyet Harmonian

Sound Design and Properties Robert Baffy

Assistant Prockarung

PROCRAMMERS
Pierre Tardiff
Darren Schebek

Propheta B II Bulmer

SENIOR PRODUCER

CREATIVE DIRECTOR

PRODUCTION MANAGEMENT Characteristics Characteristics Jeff Vavasour

FROM DIGITAL ECLIPSE
Alice Schmidt

Ray Tsai
Jason Eng
Mona Chin

Character Designs by Wagenta Software, Ltd.

Universal Pictures

Eddie Egan
Beth Goss
Kevin Campbell
David O'Connor

Angie Sharma

Univerasi Studios Consumer Products Group

Randy Nellis

I i i i i i

Todd Whitter

Susan McIntyre-Young

Bill Kispert

Dr. Seuss Enterprises, L.P.



Published by Vivendi Universal Games

EXECUTIVE PRODUCER
Jonathan Eubanks

Producer Jared Brinkley

Production Coordinator Nick Torchia

ADDITIONAL
PRODUCTION SUPPORT
Stephen Townsend
Nathan Whitman

GAME CONCEPT
Nick Torchia
and Jared Brinkley

EXECUTIVE VICE PRESIDENT Jim Wilson

SENSOR VICE PRESIDENT OF PRODUCTION Michael Pole

VICE PRESIDENT OF PRODUCTION Neal Robison

DIRECTOR OF CONTENT
DEVELOPMENT
Bill Kendall

CREATIVE SUPERVISOR Michael Sequeira

TECHNICAL DIRECTOR
Sam Calis

VICE PRESIDENT OF MARKETING Ed Zobrist

DIRECTOR OF MARKETING Beckie Holmes

Brand Hanacer Allison Massey

Associate Brand Manager Jonathan Rapoport Jason Covey

Public Relations Team Maria Rothschild Lisa Douet Erica Dart Sandra Shagat

DIRECTOR OF PROHOTIONS Chandra Hill Steve Parker
Michael Bannon
Neal Johnson
Elisabeth Miller
Michelle Garnier Winkler

VUG QUALITY ASSURANCE

QA Brand Manager Wladia Summers

QA PROJECT LEAD Joseph Peren

QA Associate Leads Linda Majer Andrew Warwick

Reynand De Castro
Gino De Felice
Kevin Jackson
Douglas Jacobs
Jennifer Johnson
Kenneth Kupis
Fausto Lorenzano
James Pasque
Ken Sato
Luis Valdez

Manual Design Lauren Azeltine

LICENSOR RELATIONS SUPERVISOR Stephanie Mente

SPECIAL THANKS Scott Johnson **Charles Yam** Virginia Fout Brent Rabowsky **Bryce Nicholas Alford** Nicholas Longano Kristin Bruno James Tuverson Dave Christiansen Suzan Rude James "EJ" Galloway **Brian Grazer** Michael Rosenberg Rachel Saunders Kurt Williams Andy Lipschultz



LIMITED WARRANTY

This software program, any printed materials, any on-line or electronic documentation (the "Program") are the copyrighted work of Vivendi Universal Games, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

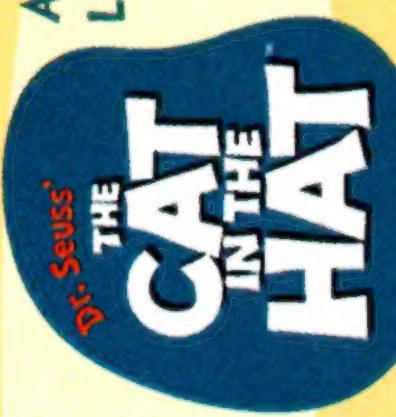
END USER LICENSE AGREEMENT

- 1. Limited Use License. Vivendi Universal Games, Inc. ("VUG") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Nintendo Game Boy® Advance game system.
- 2. Ownership. All title, ownership rights and intellectual property rights in and to the Program and any and all copies there-of (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by VUG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and VUG's licensors may act to protect their rights in the event of any violation of this Agreement.
- 3. Responsibilities of End User.
 - A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of VUG.
 - **B.** You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of VUG; or exploit the Program or any of its parts for any commercial purpose.
- 4. Program Transfer. You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
- 5. Termination. This License is effective until terminated. You may terminate the License at any time by destroying the Program. VUG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.

- 6. Limited Warranty. VUG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however VUG warrants the Game Pak(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VUG's sole liability in the event of a defective Game Pak shall be to give You a replacement Game Pak. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.
- 7. Limitation of Liability. NEITHER VUG, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.
- 8. Equitable Remedies. You hereby agree that VUG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VUG shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as VUG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
- 9. Miscellaneous. This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

Mail: Vivendi Universal Games attn: Warranty Processing 4247 S. Minnewawa Ave., Fresno, CA 93725

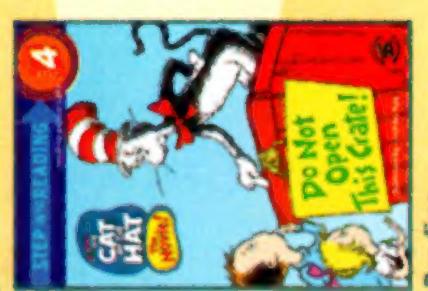
St. N

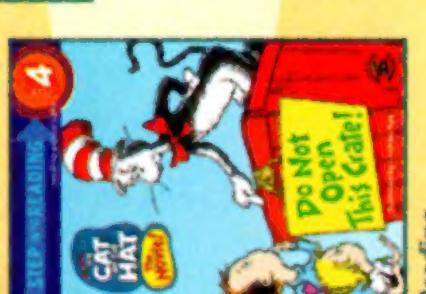


Action Major

















Step



Look for these



Coloring Book Plus Mini Magnets

tie-ins wherever books are sold.

www.seussville.com



Painting





Dr. Seuss Enterprises, L.P. Licensed by Universal Studios Licensing LLLP. All Rights Reserved Cat in the Hat © 2003 Universal Studios and DreamWorks LLC. Based on The Cat in the Hat book and charact The movie Dr. Seuss The

Vivendi Universal Games 4247 S. Minnewawa Ave. Fresno, CA 93725

"Dr. Seuss' The Cat in the Hat" interactive game © 2003 Universal Interactive, Inc. The movie "Dr. Seuss' The Cat in the Hat" © 2003 Universal Studios and DreamWorks LLC. Based on The Cat in the Hat book and characters ™ & © 1957 Dr. Seuss Enterprises, L.P. Licensed by Universal Studios Licensing LLLP. All Rights Reserved. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. 7203510

PRINTED IN USA







